

Neil A Gordon

List of Publications by Year in descending order

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Version: 2024-02-01

46
papers

186
citations

1478505

6
h-index

1281871

11
g-index

48
all docs

48
docs citations

48
times ranked

94
citing authors

#	ARTICLE	IF	CITATIONS
1	Stable forward shooting for eigenvalues and expectation values. Physics Letters, Section A: General, Atomic and Solid State Physics, 1995, 206, 279-282.	2.1	18
2	Quantification of Priority-OR Gates in Temporal Fault Trees. Lecture Notes in Computer Science, 2012, , 99-110.	1.3	15
3	Maximising Gain for Minimal Pain: Utilising Natural Game Mechanics. Innovations in Teaching and Learning in Information and Computer Sciences, 2013, 12, 27-38.	0.2	15
4	Inquiry based Learning in Computer Science teaching in Higher Education. Innovations in Teaching and Learning in Information and Computer Sciences, 2008, 7, 22-33.	0.2	13
5	Quantification of Simultaneous-AND Gates in Temporal Fault Trees. Advances in Intelligent Systems and Computing, 2013, , 141-151.	0.6	10
6	Computational methods for finding long simple cycles in complex networks. Knowledge-Based Systems, 2017, 125, 96-107.	7.1	9
7	Quantification of Temporal Fault Trees Based on Fuzzy Set Theory. Advances in Intelligent Systems and Computing, 2014, , 255-264.	0.6	8
8	The lines of $PG(4, 2)$ are the points on a quintic in $PG(9,2)$. Journal of Combinatorial Theory - Series A, 1994, 68, 226-231.	0.8	6
9	The Classification of Flats in $PG(9,2)$ which are External to the Grassmannian $Gr(1,4,2)$. Designs, Codes, and Cryptography, 2005, 34, 203-227.	1.6	6
10	Personalized Content Provision for Virtual Learning Environments via the Semantic Web. Innovations in Teaching and Learning in Information and Computer Sciences, 2012, 11, 14-26.	0.2	6
11	Heuristic Evaluation for Serious Immersive Games and M-instruction. Lecture Notes in Computer Science, 2016, , 310-319.	1.3	6
12	Composition algebras and $PG(m, 2)$. Journal of Geometry, 1994, 51, 50-59.	0.4	5
13	Using Formal Game Design Methods to Embed Learning Outcomes into Game Mechanics and Avoid Emergent Behaviour. International Journal of Game-Based Learning, 2017, 7, 63-73.	1.4	5
14	Investigating Heuristic Evaluation as a Methodology for Evaluating Pedagogical Software: An Analysis Employing Three Case Studies. Lecture Notes in Computer Science, 2014, , 25-35.	1.3	5
15	Education for sustainable development in Computer Science. Innovations in Teaching and Learning in Information and Computer Sciences, 2010, 9, 1-6.	0.2	4
16	Using Simulation to Evaluate Dynamic Systems with Weibull or Lognormal Distributions. Advances in Intelligent Systems and Computing, 2014, , 177-187.	0.6	4
17	The Polynomial Degree of the Grassmannian $Gr(1, n, 2)$. Designs, Codes, and Cryptography, 2006, 39, 289-306.	1.6	3
18	The cubic Segre variety in $PG(5, 2)$. Designs, Codes, and Cryptography, 2009, 51, 141-156.	1.6	3

#	ARTICLE	IF	CITATIONS
19	Sustainable Information Technology awareness. Innovations in Teaching and Learning in Information and Computer Sciences, 2010, 9, 1-4.	0.2	3
20	Aspects of the Segre variety $\mathbb{S}_{1,1,1}(2)$. Designs, Codes, and Cryptography, 2012, 62, 225-239.	1.6	3
21	An evaluation framework for mobile health education software. , 2015, , .		3
22	A Flexible Approach to Introductory Programming. , 2019, , .		3
23	Constraints and autonomy for creativity in extracurricular gamejams and curricular assessment. Research in Learning Technology, 2018, 26, .	2.3	3
24	Linear sections of $\{m GL\}(4,2)$. Bulletin of the Belgian Mathematical Society - Simon Stevin, 1998, 5, .	0.2	3
25	Approaches to Measuring Attendance and Engagement. New Directions in the Teaching of Physical Sciences, 2018, , .	0.4	3
26	Point transfer matrices for the Schrödinger equation: the algebraic theory. Proceedings of the Royal Society of Edinburgh Section A: Mathematics, 1999, 129, 717-732.	1.2	2
27	Wither mathematics, whither science?. Teaching Mathematics and Its Applications, 2004, 23, 15-32.	0.8	2
28	The Quintic Grassmannian $G(1, 4, 2)$ in $PG(9, 2)$. Designs, Codes, and Cryptography, 2004, 32, 381-396.	1.6	2
29	Using motivation derived from computer gaming in the context of computer based instruction. , 2016, , .		2
30	Experiences of embedding Information Technology into discipline based teaching. Innovations in Teaching and Learning in Information and Computer Sciences, 2005, 4, 1-9.	0.2	2
31	Flexible Learning in Computer Science. New Directions in the Teaching of Physical Sciences, 2016, , .	0.4	2
32	Technology-Enhanced Learning in Higher Education. Advances in Educational Technologies and Instructional Design Book Series, 2014, , 224-236.	0.2	2
33	A Guidance and Evaluation Approach for mHealth Education Applications. Lecture Notes in Computer Science, 2017, , 330-340.	1.3	2
34	Smart, Social, Flexible and Fun: Escaping the Flatlands of Virtual Learning Environments. Advances in Intelligent Systems and Computing, 2019, , 1047-1060.	0.6	2
35	Linear sections of $G(1, 4, 2)$ external to the Grassmannian $G(1, 4, 2)$.  $\langle \mathbb{S}_{1,1,1}(2) \rangle$. $\text{altimg= "si164.gif" overflow= "scroll" xmlns:xocs= "http://www.elsevier.com/xml/xocs/dtd" xmlns:xs= "http://www.w3.org/2001/XMLSchema" xmlns:xsi= "http://www.w3.org/2001/XMLSchema-instance" xmlns= "http://www.elsevier.com/xml/ja/dtd" xmlns:ja= "http://www.elsevier.com/xml/ja/dtd" xmlns:mml= "http://www.w3.org/1998/Math/MathML" xmlns:tb= "http://www.elsevier.com/xml/common/table/dtd" xmlns:tbl_struct= "http://www.elsevier.com/xml/common/table-struct/dtd" }$	0.7	1
36	Introducing Temporal Behaviour into Binary Decision Diagrams. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2013, 46, 7-12.	0.4	1

#	ARTICLE	IF	CITATIONS
37	Collaborative Hybrid Agent Provision of Learner Needs Using Ontology Based Semantic Technology. Lecture Notes in Computer Science, 2017, , 341-351.	1.3	1
38	Genetic Algorithms as a Feature Selection Tool in Heart Failure Disease. Advances in Intelligent Systems and Computing, 2020, , 531-543.	0.6	1
39	Safety analysis of clinical workflows: The case of the workflow within a radiology department. , 2014, , .		0
40	Dependability Analysis Using Temporal Fault Trees and Monte Carlo Simulation. Advances in Intelligent Systems and Computing, 2021, , 86-96.	0.6	0
41	Geometric and Algebraic Canonical Forms. , 2002, , 91-98.		0
42	Tetrads of lines spanning \$operatorname*{PG}(7,2)\$. Bulletin of the Belgian Mathematical Society - Simon Stevin, 2013, 20, .	0.2	0
43	A Hybrid Evaluation Approach and Guidance for mHealth Education Applications. Advances in Intelligent Systems and Computing, 2018, , 282-290.	0.6	0
44	Connecting Undergraduate Students as Partners in Computer Science Teaching and Research. New Directions in the Teaching of Physical Sciences, 2017, , .	0.4	0
45	Learning Technologies for Learning in Health and Wellbeing. Encyclopedia of the UN Sustainable Development Goals, 2020, , 1-7.	0.1	0
46	Addressing Optimisation Challenges for Datasets with Many Variables, Using Genetic Algorithms to Implement Feature Selection. , 0, 2022, 1-21.		0